

**Business Technology**  
**Interactive Multimedia Design**  
**Course Code # 3752**  
**1 Credit**

School Year \_\_\_\_\_

Term: \_\_\_\_Fall\_\_\_\_Spring

Student:	Grade:
Teacher:	School:
Number of Competencies in Course: <b>26</b>	
Number of Competencies Mastered:	
Percent of Competencies Mastered:	

**Standard 1.0 The student will recognize the components of interactive multimedia.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Define basic concepts of multimedia.			
1.2	Describe examples of digital media (graphics, digital photography, video, sound, music, and animation).			
1.3	Recognize the various types of content that can be found in a project.			
1.4	Describe basic principles of user-interface.			
1.5	Define intellectual property and fair use.			
1.6	Explain general concepts of user interaction.			

**Standard 2.0 The student will design, develop, publish and present an interactive multimedia project.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	List the components of an interactive multimedia project.			
2.2	Select a project topic.			
2.3	Design a map or storyboard for the topic/project.			
2.4	Create or acquire the necessary graphics, digital photography or video.			
2.5	Develop or acquire sound and/or music.			
2.6	Create an animation.			
2.7	Locate or create content.			
2.8	Create a user-interface model for interaction.			
2.9	Develop a project.			
2.10	Test the finished project and evaluate the results.			
2.11	Package the final project for dissemination.			

**Standard 3.0 The student will collaborate with peers, experts and others to develop a finished interactive multimedia project.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Define team roles.			
3.2	Define team norms.			
3.3	Present the finished product to an audience.			
3.4	Evaluate team process.			

**Standard 4.0 The student will use technology tools and resources to create content, manage information and communicate ideas or concepts.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Write a project using a selected interactive multimedia package and the related language.			
4.2	Utilize graphic design software to create original digital art.			
4.3	Use sound editing software to create original digital art.			
4.4	Animate text or graphics using application software.			
4.5	Design logic structures to handle user interaction.			

Additional comments: \_\_\_\_\_